

Time 3 Hours

Marks 100

Instructions:

1. Q1 is compulsory.
2. Attempt any four from remaining questions.

Q1

- a. Today the patient is referred to multiple diagnostics center for different test. Lot of time is wasted in the collection of the reports which delays the treatment of the patient. Give solutions to reduce this delay. 10
- b. Give 5 situations where Information Technology could have been used in saving life of the patient and how? 10

Q2

- a. Design an online Doctor's appointment system for the multispecialty Hospital. 10
- b. Give all possible IT solutions to monitor critical patient's condition remotely. 10

Q3

- a. How IT can be used to reduce adverse conditions in the current climate of care. 10
- b. What ethics should be followed in Health Informatics? 10

Q4

- a. Explain different rules to guide the transformation. 10
- b. Explain supply chain management in Health domain 10

Q5

- a. Give Data Management Infrastructure for health care division of the city. 10
- b. What are reasons for IT strategy failure? 10

Q6

- a. Government of India wishes to collect data from all the citizens of India to decide on national health policy. Give all possible solutions to collect the data. 10
- b. Discuss advantages of the Health Portal and its utilization for better health care. 10

Q7

- a. Explain with eg. How Information Technology can reduce cost of health care of a common man. 10
- b. What online services can be provided for better health care for the citizens? 10

I.7.

Gaming, Architecture & Programming

Q.P. Code : 2809

(3 Hours)

[Total Marks : 100

- N.B. :** (1) Question No. 1 is compulsory.
(2) Solve any four questions from remaining six questions.

- | | | |
|--------|---|----|
| 1. (a) | Explain the game design aspects. | 5 |
| (b) | What is 2D display technology. | 5 |
| (c) | Explain three tier architecture of game development. | 5 |
| (d) | Explain Peek Message. | 5 |
| 2. (a) | Explain the steps in game development process. | 10 |
| (b) | What is software factory ? Give details about the various groups in software factory. | 10 |
| 3. (a) | Explain any two Architectural styles with example. | 10 |
| (b) | Explain Game build process. | 10 |
| 4. (a) | What do you mean by design pattern ? Explain any five with an example. | 10 |
| (b) | What is cleanup in game explain in detail. | 10 |
| 5. (a) | What is Research goal ? Write the various research goals for a football game. | 10 |
| (b) | Explain user Interface Controls. | 10 |
| 6. (a) | Explain the various ways to capture mouse events. | 10 |
| (b) | Explain 3D graphics pipeline. | 10 |
| 7. | Write short note on (any four) | |
| (a) | Smart pointers | 5 |
| (b) | Game Design Document | 5 |
| (c) | Types of errors and bugs | 5 |
| (d) | Hardware Abstraction | 5 |
| (e) | Scene nodes | 5 |

Software Project Management

QP Code : 2997

(3 Hours)

[100 Marks]

N.B. : Question No 1 is compulsory

Attempt any four questions out of remaining questions.

Assume suitable data if necessary

- Q1 a Define project? List the attributes of project 5
 b Explain need of project management. 5
 c Explain in brief PMBOK areas
 d Define, 1) WBS, 2) Scope grope, 3) Scope leap, 4) Project tetities
 5) Extreme project management
- Q2 a Explain change management. 10
 b Explain project risk management process 10
- Q3 a Explain project planning framework. 10
 b Explain various project scheduling methods. 10
- Q4 a Following table shows information related to a project.
 i. What are the critical activities?
 ii. What is the project completion duration?
 iii. If there is an option to delay one activity without delaying the entire project, which activity would you delay and why?

Activity	Immediate Predecessor(s)	Estimated Duration (Days)
A		8
B	-	10
C	A	5
D	B	11
E	C,D	15
F	B	5
G	D,F	10
H	E	15
I	E,G	6
J	F,I	9

10

- b Explain scope planning is performed in project. 10
- Q5 a Explain project budgeting methods 10
b Explain IT project methodology , ITPM 10
- Q6 a List and explain the steps involved in terminating a Project 10
b Distinguish resource loading from resource leveling. Why is leveling of resources preferred to large fluctuations 10
- Q7 Write short notes on (any two) 20
a Project procurement and outsourcing
b Project implementation methods
c Project leadership and ethics
d Business Case

Information Storage Management
&
Disaster Recovery. Q.P. Code : 2727

(3 Hours)

[Total Marks : 100

- N.B. : (1) Question No. 1 is compulsory.
(2) Attempt any four questions from remaining questions.
(3) Assume suitable data wherever necessary.
(4) Figure to the right indicate full marks.

- | | | |
|------|---|----|
| 1 a. | Explain SCSI Architecture with neat diagram | 10 |
| b. | Explain in brief "Components of Intelligent Storage System" | 10 |
| 2 a. | Explain the process of mapping user files to disk storage | 10 |
| b. | Explain Little's law and Utilization law for disk performance. | 10 |
| 3 a. | Consider an I/O system in which an I/O request arrives at the rate of 80 IOPS.
The disk service time is 6 ms, then compute the following | 10 |
| | 1. Utilization of I/O controller | |
| | 2. Total Response Time | |
| | 3. Average time spent by a request in a queue | |
| b. | Explain the Management of Information Life Cycle | 10 |
| 4 a. | Explain various Fibre Channel Ports | 10 |
| b. | Explain Object storage and Retrieval in CAS | 10 |
| 5 a. | What is zoning? Discuss the scenario where soft zoning is preferred over hard zoning and vice versa | 10 |
| b. | Explain SCSI command model in detail | 10 |
| 6 a. | Explain Failure Analysis with respect to business continuity | 10 |
| b. | Explain factors affecting NAS performance and availability | 10 |
| 7 | Write notes on (any Two) | 20 |
| a. | RAID levels with neat diagram. | |
| b. | Remote Replication Technologies | |
| c. | Backup and Restore Process | |
| d. | SNIA Storage Virtualization Taxonomy. | |